

Figure SC810.F48. Sample Firefighters Computation WorksheetWORKSHEET FOR COMPUTING FIREFIGHTERS PAY

Pay Rate is based on 144 hours per 14-day work period. Total hours are 144 (106 regular hours plus 38 hours overtime).

EMPLOYEE: _____ CLAIM NO: _____

1. Grade and step on date of injury, date disability began or date of recurrence GS5/5
2. Use the greater of per annum basic pay rate on date of injury, DOR or DDB:
(Obtain from SF 50 and attach a copy of SF 50) \$23,686
3. Premium Pay Percentage: 25 Percent X or 22 Percent _____
(25 percent applies if firefighter works on a Sunday;
22 percent applies if firefighter works no Sundays.)

FORMULA

4. Item 2 divided by 26 = Basic Pay \$911
5. Item 4 X .25 (or .22) = Standby Premium Pay \$227.75
6. Item 4 + Item 5 = Total Remuneration \$1138.75
7. Item 6 divided by 144 = Hourly regular rate \$7.91
8. Item 7 X .50 X 38 = FLSA Overtime \$150.29
9. Item 6 + item 8 = Total Biweekly Pay \$1289.04
10. Item 9 divided by 2 = Weekly Pay Rate \$644.52
11. To obtain hourly rate divide item 10 by 72: \$8.95

WORKSHEET FOR COMPUTING FIREFIGHTERS PAY (Blank)

Pay Rate is based on 144 hours per 14-day work period. Total hours are 144 (106 regular hours plus 38 hours overtime).

EMPLOYEE: _____ CLAIM NO: _____

1. Grade and step on date of injury, date disability began. or date of recurrence _____
2. Use the greater of per annum basic pay rate on date of injury, DOR or DDB:
(Obtain from SF 50 and attach a copy of SF 50) _____
3. Premium Pay Percentage: 25 Percent _____ or 22 Percent _____
(25 percent applies if firefighter works on a Sunday;
22 percent applies if firefighter works no Sundays.)

FORMULA

4. Item 2 divided by 26 = Basic Pay _____
5. Item 4 X .25 (or .22) = Standby Premium Pay _____
6. Item 4 + Item 5 = Total Remuneration _____
7. Item 6 divided by 144 = Hourly regular rate _____
8. Item 7 X .50 X 38 = FLSA Overtime _____
9. Item 6 + item 8 = Total Biweekly Pay _____
10. Item 9 divided by 2 = Weekly Pay Rate _____
11. To obtain hourly rate divide item 10 by 72: _____